

Game Thinking Planning Template

Lesson outcomes

(These are also the constraints in your game dynamics, refer to your syllabus document)

H4 analyses business functions and processes in large and global businesses

Description of your audience

(Age, likes and dislikes, motivations etc)

- 17 year olds
- keen on sport, superheros, TV shows, gorey crimes.

Time constraints

(How many hours, lessons, weeks, terms will you have to complete the intended gamified experience or game)

- Probably 1 or 2 lessons/hours

Game Elements

(Game Dynamics, Game Mechanics and Game Components)

- Students to design a station of Santa's workshop
- Points awarded for justification, course based suggestions, terminology, creativity awarded through scattegories style point system
- Students promoted at varying levels of points - allows them to be in charge of others and accrue a portion of their points too
- Can swap workers in their production line with others

Fun check

(Integrated purposefully built into your experience including Easy fun, Hard fun, Serious fun and Social fun)

hard- some opportunities for challenge and reward

Easy - Curiosity and imagination

Serious fun - some excitement

social fun - lots as they are working in groups